

Velmor: Royalty and Rebellion

Planet Hoppers: March 2003

By [Cory Herndon](#)

Welcome to "Planet Hoppers," a new feature on the *Star Wars Roleplaying Game* website. Each month, we'll bring you a set of articles on a particular world in the *Star Wars* galaxy that a Gamemaster can use separately or as a linked series of events.

March's subject is the planet Velmor. All four parts are online now. Be sure to check back next week for the first part of the April installment of "Planet Hoppers," in which we take you to Coruscant!

Part 1: A Diplomatic Report

In which the Empire's diplomatic attaché, the conniving Captain Traal, reports to her superiors on the wealth and resources of the secluded planet Velmor.

Part 2: The Favorite Son

In which the Royal Physician, Chozz Wardle, delivers a medical, genetic, and psychiatric summary of the man who claims to be Velmor's missing royal heir.

Part 3: An Elegant Weapon

In which the Court Swordmaster, Debor Fyalko, offers a tutorial in the use, handling, and care of the archaic Velmorian energy sword.

Part 4: Hail to the King

In which Velmor's unluckiest bodyguard, Ergric Betos, bears witness to the events that took place the day of the new king's coronation -- when he failed to protect the life of a Velmorian prince.

Part 1: A Diplomatic Report

Catalogued by Court Archivist Cory Herndon

The following report was issued a few months after the New Republic -- then known as the Rebel Alliance -- lost the pivotal Battle of Hoth. Though Velmor now enjoys the benefits of Republic membership thanks in no small part to our King's unwavering support of the old Alliance, the Velmor at this time was in turmoil.

The Imperial diplomat who composed this report sent it to her superiors the day before Prince Anod's coronation was to have firmly placed Velmor within the Empire's grasp. Fortunately for historians, the Imperial diplomat underestimated Velmorian intelligence-gathering abilities, and a copy of the report intercepted by Velmor's Royal Spymaster is preserved here for posterity.

Survey Data

Planet: Velmor

Planet Type: Terrestrial

Climate: Temperate

Terrain: Forests, grassland, oceans, arctic polar regions

Atmosphere: Breathable

Gravity: 0.92 standard

Diameter: 11,788 km

Length of Day: 26 standard hours

Length of Year: 297 local days

Sapient Species: Humans, Velmoc (native sentients, nearly extinct)

Language: Basic

Population: 892,000

Species Mix: 99.7% Human, 0.3% Velmoc

Government: Monarchy

Major Exports: Art, literature, foodstuffs, velmstone, precious metals, precious stones

Major Imports: High technology

System/Star: Velm

Planets	Type	Moons
Zelmaadine	volcanic rock	0
Velmooine	desert	4
Velmor	terrestrial	3 moons, 7 asteroid moonlets
Veloc	Gas giant	33 moons, 281 asteroid moonlets, planetary ring system
Zeloc	Gas giant	11 moons, planetary ring system
Veladine	ice ball	3 asteroid moonlets

Sector: Expansion Region

Places of Interest: Den Velmor (planetary capital), Tol Velmoc mountains, Great Forest of Lorac.

Imperial Diplomatic Corps Planetary Assessment Log

Captain Zeta Traal Recording, Entry 411-C

Velmor is situated almost equidistantly between the Perlemian Trade Route and the Hydian Way in the Mid Rim. Nearby systems include Myrkr, Obroa-Skai, and Aquaris. Velmor is perhaps the least-exploited habitable world this close to the Core, though the population has seen a small increase in the last few years thanks to a trickling influx of Alderaanian survivors of the Rebel attack that destroyed that planet. If not for the destruction of Alderaan, Velmor might never have been rediscovered -- the planet has remained in relative isolation and obscurity since it was colonized thousands of years before.

Light in industrial development, the planet has fertile grasslands suitable for agrarian purposes, extensive untouched forests, and remarkably productive ore and gem mines. Despite the planet's copious timberlands, almost all structures have been fashioned from a naturally occurring duracrete analog called velmstone. Velmor also has a great deal of untouched wilderness teeming with game animals. If industrialization proves as unnecessary as I believe, the world could flood the Emperor's coffers with credits as a vacation destination for the galaxy's elites. **(See IDC Datafiles 444713D-444714G)**

The world was settled thousands of years ago by colony ships from the Empress Teta system. History shows that the Velmorians, Human descendants of these Tetan colonists, retained their love of royalty and the monarchical system. The planet's population is still centered around Den Velmor, the planet capital, though a few fishing villages, mining towns, and farm collectives dot the planet for kilometers around. Despite an independent streak, the people (and more importantly, the next King) will no doubt flock to the Emperor's banner, given the chance. I recommend against installation of a planetary governor -- the Velmorians show an almost fanatical loyalty to their monarch, and a puppet-king will serve better to carry that loyalty over to the Imperial Throne. And as you will see, the planet is worth much more to us alive than dead.

Twenty years earlier, the Rebel-leaning King Lorac and his wife were removed with extreme prejudice when Imperial agents incited a mob to attack and kill most of the royal family. **(See IDC Status Report Velm/731)** Prince Anod survived as planned; the Lord Regent assured the IDC that Anod would serve the Empire faithfully. Unfortunately, the hired mob was unable to reach the crown prince, Denid, before a Velmoc aide managed to flee offworld with Denid and his betrothed. Obviously, their escape ended in failure, for neither Denid, the Velmoc aide, or his betrothed -- an Alderaanian -- have been seen since. The Regent ruled in the interim; Velmorian tradition required twenty years to pass before Denid was declared officially dead. With this declaration now issued, Anod will finally be crowned king.

Recommend my assignment be continued indefinitely, as I have gained the trust of the prince and Regent. Both are little more than provincial fools -- Anod especially so -- and I should have little trouble manipulating them to serve the Empire's needs.

A final note: Though nearly extinct, the Velmoc could prove to be a variable in the Velmor equation. This primitive insectoid trash was already dying out when settlers arrived, but a few tribes have clung on tenaciously in the Tol Velmoc mountains. Some Velmoc have wormed their way into proper Velmorian society, mostly as servants or freak-show entertainments. (The most highly trained domestic Velmoc in history was probably the royal aide who spirited Prince Denid to his doom.)

Once Anod's rule is secure, recommend orbital bombardment of the Tol Velmocs to eliminate this alien nuisance and serve as an example to the Human Velmorians.

Part 2: The Favorite Son

Catalogued by Court Archivist Cory Herndon

The assassination of good King Lorac and Queen Denira at the hands of an Empire-bought mob led to the escape of the first-born prince. This left no clear successor to the throne, and Lord Regent Zelor in charge of the planetary government. Both sides of the Galactic Civil War vied for the hearts and resources of our world, and nothing less than the future of Velmorian society was at stake.

As history shows, the power-hungry Regent hoped for a third option: the annihilation of Lorac's bloodline and a Velmor ruled by the House of Zelor. But first, he had to eliminate the sons of Lorac. The following record is a medical report from Royal Physician Wardle confirming that Denid, long thought dead, was in fact still alive -- and could claim his rightful throne. The archives indicate that Regent Zelor had Dr. Wardle and his entire staff secretly executed some time after this report was submitted.

Examination Record

Humbly Submitted to his Lordship, Regent Zelor

On this 18th day of Arloc, in the 310th Year of the Ycaqt

Prepared by Royal Physician Chozz Wardle

All praises be to the Lord Regent, whose wisdom guides Velmor in these troubled times.

As requested, I have performed extensive genetic testing on the visitor who claims to be our long-lost crown prince.

Multiple scans of bone structure, gene markers, muscle tissue, and epidermal composition determine that this man is a native Velmorian of royal blood, aged 35 years, two months, and 21 days. The patient's DNA matches exactly with the genetic scans taken at Denid's birth.

Addendum: As expected, I have been unable to determine the genetic identity of the Lady Loren, betrothed of Denid, due to her Alderaanian ancestry. Of course, with Denid's lineage proven, we can surely take him at his word.

Patient Profile

When the Great Revolt forced him into exile in the 313th year of the Mrid, Denid was merely 15 years old. It seems that Great Velma herself, perhaps acting through Denid's Velmoc aide, guided his survival -- Denid tells me the small escape craft had barely a week's supplies and a laughably inadequate hyperdrive. It crashed on a planet unknown to the crown prince, but epidermal data indicates that it probably was Tantajoc V, an uninhabited jungle world in the nearby Tantajo system, which has an unusual binary star. Denid has spent the last twenty years living in a harsh, dangerous, and humid environment.

I am happy to report that Denid is physically and mentally fit to assume the throne (he is even immune to the Velmoc flu, which he must have contracted and survived while living in exile). Psychiatric interviews indicate he has become a master huntsman and tracker; no doubt he will bring honor to the House of Lorac during the Great Hunt preceding his coronation.

I would like to add that despite his hard life these past twenty years, Prince Denid is truly a nobleman of the first degree: self-assured, well-spoken, and charismatic. I have no doubt that we are about to embark on an era of prosperity not seen since our Tetan ancestors first came to this world.

There can now be no doubt that our prince has returned. All praises be to Denid, Crown Prince of Velmor!

Denid: Human Male Noble 7/Scout 5; Init +2 (+2 Dex); Defense 19 (+7 class, +2 Dex); Spd 10 m; VP/WP 61/13; Atk +10/+5 melee (1d3 +2, punch) or +12/+7 melee (3d4 +4, mastercraft +2 energy sword) or 10/+5 ranged (3d4 +1, mastercraft +1 holdout blaster); SQ Bonus class skill (Survival), extreme effort, favor +3, heart +1, inspire confidence, resource access, royal blood, skill mastery (Survival), trailblazing, uncanny doge (Dex bonus to Defense); SV Fort +6, Ref +9, Will +11; SZ M; FP 3; DSP 0; Rep +6 (+16 on Velmor); Str 15, Dex 14, Con 13, Int 11, Wis 16, Cha 19; Challenge Code D.

Equipment: +2 mastercraft energy sword (mastercraft bonus applies to attack and damage rolls), +1 mastercraft holdout blaster (mastercraft bonus applies only to damage), royal garb, hereditary wealth and land holdings on

Velmor.

Skills: Computer Use +6, Climb +7, Craft (simple and primitive weapons) +7, Diplomacy +17, Hide +7, Knowledge (Wilderness Lore) +12, Knowledge (Velmor) +10, Listen +7, Move Silently +9, Read/Write Basic, Repair +4, Ride +12, Search +2, Speak Basic, Spot +10, Survival +20.

Feats: Exotic Weapon Proficiency (Velmorian energy sword), Fame, Influence*, Persuasive, Skill Emphasis (Diplomacy), Skill Emphasis (Survival), Stamina, Track, Weapons Group Proficiencies (blaster rifles, blaster pistols, simple weapons).

*Synergy bonus has not been added. For more information, see Chapter 5 of the *Star Wars Roleplaying Game*.

Special Qualities: *Royal Blood* -- Denid is the crown prince of Velmor, destined to be king. He and those of his bloodline gain a +10 circumstance bonus to all Reputation checks on that planet.

Part 3: An Elegant Weapon

Catalogued by Court Archivist Cory Herndon

Energy swords played an important part in the events leading up to Denid's ascension to the throne, and the royal archives hold a wealth of information on the subject. Though rarely used in anything other than ceremonial duels today, armies of old once carried these weapons into glorious battle.

Though the archives are not clear -- and in fact, are often contradictory -- on the origin of the energy sword, Velmor's historians (and I myself) hold to the conventional wisdom that they were developed in the early colonial days from simple sabers and foils. Some records indicate that mining was both dangerous and difficult in the old days, and an alternative to the blaster weapon that used much less metal in its construction was needed. Over time, weaponsmiths artfully modified the basic swords by adding power to the blade in the form of charged plasma not unlike that used by a Jedi lightsaber, an energy blade that rewards study and finesse instead of mysterious Jedi Force techniques.

One of our world's most well-known traditions -- the ceremonial duel in which an outsider must participate before he is allowed to break bread with a Velmorian noble -- dates from these old days, when colonial life on the planet often forced intense competition for food and resources. Fortunately for offworlders, modern sensibilities mean that the duel is no longer to the death.

It bears mentioning that in the only recorded modern instance of a lightsaber-versus-energy-sword duel, the Jedi Luke Skywalker's lightsaber easily overcame (and in fact destroyed) the energy sword wielded by Lord Regent Zelor. Though deadly and beautiful, the energy sword is still no match for legendary Jedi sorcery.

Though of little historical value, the following passage from the autobiography of Lorac's Court Swordmaster explains the basics of energy swordsmanship, care, maintenance, and function.

An Introduction to the Energy Sword

Excerpted from the Memoirs of Lady Debor Fyalko, Court Swordmaster

To those unfortunate enough to be born anywhere but Velmor, the energy sword can appear to be nothing more than an anachronism in an age of blasters, disruptors, and anti-magnetic polarization rays. Yet this noble blade remains an important part of our heritage. Today, the energy sword is part of traditional duels, and, of course, decapitation by energy sword is the only legal method of capital punishment on our world.

The energy sword is simply a fine blade charged with focused plasma. Clashing energy swords repel each other, crackling with electricity and sparks. But how?

A specialized power cell in the hilt focuses plasma energy through a pair of highly polished and cut velmorite crystals (velmorite, of course, is as unique to Velmor as the energy sword). The blade magnetically focuses the energy along its 1.3 meter length. Only true Velmorian artisans can construct a well-balanced energy sword, another reason these beautiful foils are scarce today. Since control of the energy sword relies on finessing small movements of the wrist and hand, perfect balance is a must for an energy swordsman, as important as practice duels and the study of technique.

Proper maintenance is important. Power cells must be recharged or replaced after 24 hours of total use, or half that if the sword is continually on. If the blade's color fluctuates, the crystals likely need to be refocused by a master weaponsmith or replaced entirely. And keep that blade clean! Everyone has heard the tale of poor King Bonod, the ruler of old who was killed when activating an energy sword that he had dropped in the mud.

Velmorian Energy Sword

Cost: 1,000 + 1d6 x 100 credits **Damage:** 3d4 **Crit:** 18-20
(price varies by dealer)

Type: Energy **Range:-** **Weight:** 19 kg

Size: Medium **Group:** Exotic

Special Qualities:

Plasma blade -- Energy swords ignore 50% of the hardness of an object when attacking and are also somewhat resistant to lightsabers. If an opponent wielding a lightsaber scores a hit on an energy swordsman and that attack roll succeeds by 5 or more, the lightsaber user may choose to deal no damage to the energy swordsman and

instead may immediately destroy the energy sword.

Well-balanced -- Only Velmorian weaponsmiths can make a well-balanced mastercraft version of the energy sword. A mastercraft bonus applies to both attack and damage.

Part 4: Hail to the King

Catalogued by Court Archivist Cory Herndon

Many accounts of King Denid's Coronation Day survive, of course, though none offer the complete picture as clearly as the following journal entry written by Prince Anod's personal bodyguard. Ergric Betos was witness to the tragic betrayals that left Anod and Zelor dead, Traal imprisoned, and the true identity of those who had returned the crown prince revealed.

King Denid was indeed merciful, and exiled the failed bodyguard to the Tol Velmoc mountains. Scouting reports recently returned to the Royal Surveyor tell of a "soft-skin warrior" who has become an honored member of the Velmoc-Dac tribe.

Journal of Ergric Betos

Arloc 24th, 310th Year of the Ycaqt

I have failed in my duty, and I expect to be executed soon. With this record, history will perhaps judge me more kindly.

My royal master's brother, Denid, has returned to us, and will soon be anointed King. Denid arrived on Velmor in the vessel of a bounty hunter called Korl Marcus, a scarlet-haired young man with a steely glint in his one good eye. Marcus had found not only Denid, but also the prince's betrothed, the Alderaanian Lady Loren, and even the Velmoc aide who had helped Denid escape assassination so many years ago. The Velmoc, Jedidiah, supposedly had once been offered training as a Jedi, but had refused, sensing the royal family was in trouble. According to Denid, Jedidiah sustained head injuries while in exile that left him little more than a rambling lunatic. Despite what the Imperials say, I know the Velmoc as a proud, intelligent race of warriors. The news that Jedidiah had been reduced to this state was disheartening indeed.

The Regent came to me this morning and informed me that Denid wanted only his guests to join him in the traditional Royal Hunt. I naturally objected; allowing Anod to leave without my protection was against my oath. Zelor was persistent, however, and when Anod arrived and also insisted I stay behind, I could only say yes.

Soon after the hunting horns sounded, I convinced the Royal Stablemaster, an old friend, to loan me a ycaqt. I set out into the misty woodlands of the Royal Hunting Grounds in search of Anod, despite my orders. Duty and conscience compelled me.

I caught sight of the hunting party where they'd stopped to rest in a secluded glen. While still too far away to be of any good, I saw Prince Denid and the Lady Loren shot by Anod himself, at Zelor's behest! The shot spooked my ycaqt, which threw me and fled into the woods. As I lay there stunned, I saw the "bounty hunter Korl Marcus" reveal himself as an imposter. He attacked Anod with what could only have been a Jedi lightsaber, and accused my master of killing someone named "Leia." But "Marcus" did not kill my master; he only destroyed the prince's blaster.

'Twas Captain Traal who slew Anod.

So focused was I on "Marcus," I didn't see the danger until too late. As soon as "Marcus" disarmed Anod, Zelor turned on them both and opened fire. Captain Traal fired in return, declaring that "Marcus" was a Rebel named "Skywalker" worth more to her alive than dead. Her shot found Anod, who dropped to the ground, a smoldering hole in his noble chest. The other three fled into the dark woods.

Though my first thought was to follow Traal and avenge my master, both she and Zelor eluded me. I more easily tracked the bounty hunter, who left a trail like a pregnant bantha. He had incited this event; I believed it was fitting he would be the first to pay. He seemed to be engaged in some sort of Jedi sorcerer's ritual. One shot, and he would be finished.



A ycaqt.

Then I noticed that Skywalker was not alone. Both Zelor and Traal had circled around and now approached the Rebel. Neither seemed to see the other. Skywalker must not truly be to blame -- after all, it was the Imperial who killed Anod.

Zelor made the first move. He crept up on Skywalker and ignited his energy sword, meaning to run the Rebel through. With speed I have never seen, Skywalker blocked the blow with his lightsaber and destroyed Zelor's weapon. But Traal was pointing a blaster at the Rebel, who had not yet seen her. I drew a bead on Traal, then I was once again knocked off my feet by a ycaqt. This one was ridden by a Velmoc -- in fact, the very Velmoc aide who had returned with Prince Denid! The mad creature leapt from his mount and tackled Traal before she could shoot Skywalker, but the cost was dear. As the two hit the ground, a shot rang out. Traal was pinned and soon would be in royal custody, but Jedidiah was dead. How the lunatic knew he was needed is a mystery to me.

Zelor attempted to take advantage of Skywalker's shock, but the Jedi -- for he had to be a Jedi -- was not tricked, and struck Zelor down on the spot. To my dismay, he did not kill Traal, but knocked her unconscious.

I could do no more good there, so I fled. I strove to protect Anod, and the interests of House Lorac, to the best of my ability. I am grieved at the loss of my master, but there is one respite from the pain -- before I fled, I saw Prince Denid and Lady Loren (Lady Leia?) arrive at the scene. Apparently, my master had set his weapon on stun. I have hope that Anod stunned them intentionally in an attempt to foil Zelor's scheme, but I fear in my heart that my master may, in the end, have been as treacherous as the Regent he so admired.

I can hear from the trumpets and shouts of joy coming from Den Velmor that Denid's coronation is complete. The House of Lorac has been restored to the throne, and no doubt my world will soon join the growing Alliance against the Empire, despite all odds.

I must now return to face my punishment. Perhaps King Denid will be merciful.

The Last Jedi!

In the dark days between *The Empire Strikes Back* and *Return of the Jedi*, the original Expanded Universe introduced the planet Velmor in Marvel Comics' *Star Wars* #49. With the Rebels scattered after the Battle of Hoth, our heroes found themselves troubleshooting for the Alliance. "The Last Jedi!" tells of how Luke, Leia and the droids help Prince Denid regain his throne with the help of an alien who had once refused Jedi training, bringing Velmor's valuable wealth and resources firmly into the Rebel camp. An unabashed Shakespearean soap opera full of betrayal, duels, romance, royal intrigue, and a lascivious Imperial

diplomat, the story offers some of the Marvel series' most entertaining moments. It's like *The Princess Bride* with glowing swords and a little more blood. If you can't find a copy in your local comic shop, look for it in Dark Horse's [*Star Wars: A Long Time Ago . . . Vol. 3, Resurrection of Evil*](#).

"The Last Jedi!" was written by Mike W. Barr, illustrated by Walt Simonson and Tom Palmer, lettered by Shelly Leferman, colored by D. Warfield and C. Scheele, and edited by Louise Jones.

